L Number	Hits	Search Text	DB	Time stamp
12	21675	(transparent or invisible) near10 (item$1 or object$1)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 10:43
13	5	character$1 near10 (mov$4 or reach$4 or approach$5) near10 ((transparent or invisible) near10 (item$1 or object$1))	USPAT; US-PGPUB; EPO; JPO	2004/07/02 10:56
14	379	character$1 near10 (mov$4 or reach$4 or approach$5) near10 (sound or voice$1 or invisible)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 13:30
15	379	(character$1 near10 (mov$4 or reach$4 or approach$5) near10 (sound or voice$1 or invisible)) and (distance$1 nea10 (character$1 or voice or sound or (invisible near5 (object$1 or item$1))))	USPAT; US-PGPUB; EPO; JPO	2004/07/02 11:04
16	13	((character$1 near10 (mov$4 or reach$4 or approach$5) near10 (sound or voice$1 or invisible)) and (distance$1 nea10 (character$1 or voice or sound or (invisible near5 (object$1 or item$1))))) and (game near5 space$1)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 12:45
17	23	distance near5 between near10 character$1 near10 (sound or invisible)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 13:25
22	2	(("6589120") or ("6102801")).PN.	USPAT; US-PGPUB; EPO; JPO	2004/07/02 13:55
24	1	((("6589120") or ("6102801")).PN.) and sound	USPAT; US-PGPUB; EPO; JPO	2004/07/02 14:19
27	20	character$1 same (approach$5 or reach$5 or arriv$4 or discover$5 or obtain$5) same ((hidden or hid$5 or detect$7) near7 (item$1 or object$1 or enem$5)) same (sound or audio or music)	USPAT; US-PGPUB; EPO; JPO	2004/07/02 14:44

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